

## IN THE ABSTRACT

Please amend the Abstract as follows:

A method ~~and apparatus~~ for mapping a texture onto a surface of a computer generated object represented by a plurality of pixels, where the mapping of the texture is dependent upon the geometric shape of the object. The method includes ~~the steps of~~ dividing a texture map comprising a plurality of ~~textels~~ texels into blocks, determining two block values for each block which are representative of the ~~textel~~ texel values for that block, compressing the texture map, and mapping said compressed texture map onto the surface of the computer generated object. ~~The apparatus including a texturing unit comprising a RAM for storing block and textel values, an interpolator interpolating values from the decompressed textel values, and an averaging unit for determining an average value from the interpolated values.~~